Pocket Universe™ Creature Conversion

These guidelines show how to convert d20 creatures for use with the Pocket Universe "2d10" game system. Version 1.1, 08/14/2003.

1.0 Size Conversion

d20 Size:	2d10 Size Modifier:
Fine	+4
Diminutive	+3
Tiny	+2
Small	+1
Medium	none
Large	-1
Huge	-3
Gargantuan	-5
Colossal	-7

2.0 Attribute Score Conversion

d20 Ability:	2d10 Attribute:
(Str + Con)/2*	PHYS
Dex Score	DEFT
Int Score**	INTL
Wis Score	WILL

*round up

d20 Ability Score:	2d10 Attribute Score:	2d10 Modifier:	2d10 Value:	2d10 Roll:
1	5	-5	3	0/0/0
2-3	6	-4	4	0/0/1
4-5	7	-3	5	0/1/1
6-7	8	-2	6	1/1/1
8-9	9	-1	8	1/1/2
10-11	10	0	10	1/2/3
12-14	11	+1	13	2/3/4
15-17	12	+2	17	2/4/6
18-20	13	+3	22	3/5/7
21-23	14	+4	29	4/6/8
24-26	15	+5	37	5/7/9
27-29	16	+6	48	6/8/10
30-32	17	+7	63	6/9/12
33-35	18	+8	82	7/10/13
36-38	19	+9	106	8/11/14
39-41	20	+10	153	9/12/15
42-44	21	+11	232	10/13/16
45-47	22	+12	360	11/14/17
48-50	23	+13	569	12/15/18
51-53	24	+14	918	12/16/20
54-56	25	+15	1508	13/17/21

**For non-sentient creatures, change INTL to PERC and add 4. For example, a non-sentient d20 creature with an Int of 2 converts to a 2d10 creature with a PERC of 10.

3.0 Hit Point Conversion

The creature's new Hit Point total equals the Value of its PHYS score. For example, a 2d10 creature with a 12 PHYS has 17 Hit Points.

4.0 Initiative Conversion

The creature's new Initiative equals the Roll for its DEFT score. For example, a 2d10 creature with a 9 DEFT has an Initiative Roll of 1/1/2.

If the creature has special abilities which add to its Initiative, add up those bonuses and divide by 3 (rounding to the nearest whole number) to find its 2d10 Initiative bonus. Increase its 2d10 Initiative Roll by that many levels. For example, a creature with a special ability which adds 5 to its Initiative receives and increase of +2 Levels to its 2d10 Initiative Roll.

5.0 Move Conversion

The creature's new Move score equals its d20 Speed divided by 5. Round to the nearest whole number.

6.0 Armor Conversion

Add up the creature's d20 Armor Class modifiers from natural and worn armor, not including shields. Other bonuses that represent damage blocking (as opposed to evasion) also apply. Convert the total using the table below:

d20 Armor:	2d10 Armor:	d20 Armor:	2d10 Armor:
0	0/0	20	15/10
1	1/0	21	16/11
2-3	2/1	22	17/11
4	3/2	23	17/12
5	4/3	24	18/12
6	5/3	25	19/13
7	5/4	26	20/13
8	6/4	27	20/14
9	7/5	28	21/14
10	8/5	29	22/15
11	8/6	30	23/15
12	9/6	31	23/16
13	10/7	32	24/16
14	11/7	33	25/17
15	11/8	34	26/17
16	12/8	35	26/18
17	13/9	36	27/18
18	14/9	37	28/19
19	14/10	38	29/19

7.0 Skill Conversion

Change the names of each of the creature's listed d20 skills to the closest 2d10 equivalent. If more than one of the creature's d20 skills converts to the same 2d10 skill, convert the one with the highest skill bonus and ignore the duplicates. If the creature has d20 skills for which there is no 2d10 equivalent, create a 2d10 version of the d20 skill (selecting DEFT, INTL, or WILL as its base Attribute).

The creature gets a score in each of its 2d10 skills equal to its score in the skill's base Attribute, +1.

If the creature has racial bonuses or other special abilities which add to one of its skills, add up those bonuses and divide by 3 (rounding to the nearest whole number) to find its 2d10 skill bonus. Increase its 2d10 skill score by that many points.

8.0 Dodge Skill Conversion

Every creature that is able to move has a 2d10 Dodge skill equal to its DEFT score +1.

9.0 Shield & Shield Skill Conversion

If the creature's d20 Armor Class mentions a shield, then it carries the closest 2d10 shield equivalent that it can hold comfortably according to its PHYS score. It also gets a Shield skill equal to its DEFT score +1.

10.0 Weaponry & Weapon Skill Conversion

A creature has 2d10 skill with each of its listed attacks equal to its DEFT +1. The accuracy modifier and damage inflicted by each weapon varies:

d20 Natural Weaponry:	2d10 Hit Modifier:	2d10 Damage Level Bonus:
arm, crush, tail, tentacle, touch, wing	+2	none
bite, butt, claw, hoof, rake, slam, sting	+1	+1 level
gore, pincer, quills	0	+2 levels

For weapons that the creature carries, find the closest 2d10 equivalent that it can wield according to its PHYS score. Heavier weapons can be wielded by creatures who have 2 hands free.

11.0 Defense Conversion

Find the creature's best skills for melee and missile defense, and calculate its defenses. Remember to factor in the creature's 2d10 size modifier, as well as any shield that it's carrying.

Add up any d20 Armor Class modifiers which represent evasion (as opposed to blocking), not including modifiers from size or Dex. Divide the total by 3 (rounding to the nearest whole number) to find the creature's 2d10 defense bonus. Increase its 2d10 defenses by that many points.

12.0 Appearance

If needed, convert the creature's d20 Cha Score to a 2d10 Appearance Modifier using the table in section 2.0.

12.0 Fine Tuning

Look over the converted stats, and think about how it will function in actual play. If necessary, you may add +1 or +2 to one or more of the creature's most crucial skills. If its converted hit points are too low or too high, adjust its hits by +/- 1 or 2 PHYS levels to compensate.

13.0 Converting Other Abilities

Many d20 abilities modify a creature's stats in ways that this conversion system already accounts for. Specific conversions of other special abilities fall outside the scope of this document.

The following conversion notes will help you in converting other special abilities:

13.1 Saving Throw Conversion

d20 Saving Throw:	2d10 Attribute:
Fortitude	PHYS
Reflex	DEFT
Will	WILL

13.2 Difficulty Conversion

To convert a d20 Difficulty Class (DC) to a 2d10 Difficulty modifier, subtract 10 from the DC score and multiply the result by -.4 (rounding to the nearest whole number). For example, a d20 DC of 15 converts to a 2d10 Difficulty modifier of –2.

13.3 Damage Conversion

Figure out the average damage points that the d20 roll would score, and multiply by ten. Then use a calculator to find the square root of that total. Round to the nearest whole number; that's the equivalent average damage in the 2d10 sytem. For example, a 2d6 damage roll averages 7 points. 7 x 10 = 70, and the square root of 70 is 8.3666, so it converts to a 2d10 damage roll of 6/8/10. Weird, huh? But it works!

13.4 Distance Conversion

Divide d20 distances in feet by 5 to determine the equivalent distance in 2d10 movement spaces.

14.0 Example

Here is a completely made up set of stats using a stripped down version of the d20 format, along with the 2d10 conversion:

SAND SCOURGE

Small Elemental (Earth)
Initiative: -1 (Dex)
Speed: 20 ft.
AC: 16 (+1 size, -1 Dex, +6 natural)
Attacks: Slam +2 melee
Damage: Slam d8
Abilities: Str 12, Dex 8, Con 11, Int 10, Wis 10, Cha 9
Skills: Climb +4, Escape Artist +5, Spot +5

Sand Scourges are short, stocky creatures made of living sand. They can stretch their arms up to 20 feet, and deliver a slam attack at that range.

And now the converted 2d10 version:

SAND SCOURGE
Sand Scourges are short, stocky creatures made of living sand.
PHYS: 11   Hits: 13
DEFT: 9Slam: 11-, 2/4/6
INTL: 10   Initiative: 1/1/2
WILL: 10   Move: 4
Armor: Sandstone, 5/3
Skills: Climbing 10, Escape Artist 10, Search 11, Dodge 10, Slam 10
Melee Def: 1   Missile Def: 1
Other:
Size Modifier: +1
Appearance Modifier: -1
Sand Scourges can stretch their arms up to 4 movement spaces, and attack at that range.